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What is claimed is:

- 1. A computer, comprising:
- a. a processor,
- b. a memory, and
- c. a stereo viewer loaded in memory, said stereo viewer including a graphical user interface including a viewing window in which wireframes can be viewed with and without texture and a plurality of controls for manipulating a wireframe, a wireframe's texturing or a view of a wireframe.
- 2. The computer of claim 1 in which said plurality of controls includes one or more controls for controlling positioning of the neutral plane of a stereo image.
- 3. The computer of claim 1 in which said plurality of controls includes one or more controls for adjusting camera offset between points acting as cameras for providing left and right image views of a wireframe.
- 4. The computer of claim 1 in which said plurality of controls includes one or more controls for animating a wireframe.
- 5. The computer of claim 1 in which said plurality of controls includes one or more controls for selecting display of a wireframe either unrendered or rendered with one of a bit mapped texture from an image used to create the wireframe or a selected surface texture.
- 6. The computer of claim 5 in which when said wireframe is rendered with a selected surface texture, the wireframe is presented as if the surface texture were illuminated from a source of illumination.

- 7. The computer of claim 1 in which said plurality of controls includes one or more controls for positioning a wireframe.
- 8. The computer of claim 7 in which said plurality of controls includes at least one control for restoring a wireframe to a default position.
- 9. The computer of claim 1 in which said plurality of controls includes at least one control for selecting between a stereo view and a non-stereo view of a wireframe.
- 10. The computer of claim 1 in which said plurality of controls includes one or more controls for magnifying or reducing the size of the wireframe.
 - 11. A computer system, comprising:
 - a. a network,
- b. at least one server connected to said network containing files of images to be presented in stereo,
- c. a computer, having a memory and a browser application, connected to said network, for retrieving one or more files of images to be presented in stereo, and
- d. a stereo viewer loaded in said memory, said stereo viewer including a graphical user interface including a viewing window in which wireframes can be viewed with and without texture and a plurality of controls for manipulating a wireframe, a wireframe's texturing or a view of a wireframe.
- 12. The computer system of claim 11, in which said stereo viewer is loaded as a helper application for said browser application.

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- 13. A method of storing wireframe information for presentation as a stereo image, comprising the step of:
- a. storing x,y,z coordinates of vertices of a wireframe together with u,v coordinates specifying a corresponding location in a bit map containing texturing information.
- 14. The method of claim 13, comprising the additional step of storing said bitmap in a compressed form with said x,y,z and u,v coordinates.
- 15. The method of claim 14 further comprising the step of compressing said bitmap in a compressed form and said x,y,z and u,v coordinates into a single file.
- 16. A method of storing wireframe information for presentation as a stereo image, comprising the step of:
- a. storing x,y,z coordinates of vertices of a wireframe together with u,v coordinates specifying a corresponding location in a bit map containing texturing information and with animation information.
- 17. A method of displaying wireframe information stored in a file, comprising the steps of::
- a. extracting wireframe vertex information and a compressed bit map from said file,
 - b. decompressing said compressed bitmap, and
- c. displaying a wireframe specified by said wireframe information, with texture taken from said bitmap.
- 18. A method of displaying wireframe information stored in a file, comprising the steps of::
- a. extracting wireframe vertex information, a compressed bit map and animation information from said file,

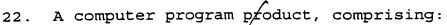
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- b. decompressing said compressed bitmap, and
- c. displaying a wireframe specified by said wireframe information, with texture taken from said bitmap in a sequence of views specified by said animation information.
 - 19. A computer program product, comprising:
 - a. a memory medium, and
- b. a computer program stored on said memory medium, said computer program containing instructions for storing x,y,z coordinates of vertices of a wireframe together with u,v coordinates specifying a corresponding location in a bit map containing texturing information.
 - 20. A computer program product, comprising:
 - a. a memory medium, and
- b. a computer program stored on said memory medium, said computer program containing instructions for extracting wireframe vertex information and a compressed bit map from said file, decompressing said compressed bitmap, and displaying a wireframe specified by said wireframe information, with texture taken from said bitmap.
 - 21. A computer program product, comprising:
 - a. a memory medium, and
- b. a computer program stored on said memory medium, said computer program containing instructions for extracting wireframe vertex information, a compressed bit map and animation information from said file, decompressing said compressed bitmap, and displaying a wireframe specified by said wireframe information, with texture taken from said bitmap in a sequence of views specified by said animation information.



a. a memory medium, and

b. computer controlling information stored on said memory medium, said computer controlling information including vertex location information for a plurality of vertices, a bit map of texture for faces of a wireframe and a set of u; v coordinates for each vertex pointing to a corresponding location on said bit map.

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